

Meeting Agenda

Location: Grupprum 3217

Date: 26/3 2012

Time: 15:45

Facilitator: *Linus Karlsson*

Participants: Andreas Karlberg, Jonathan Kara, Magnus Junghard Huttu, Linus Karlsson

1. Objectives (5 min)

Get an understanding of what needs to be done this week. Distribute work between the members of the group.

2. Issues

We're having a bit of talk to get to know each other better. We haven't been working as good as we could lately, and we need to talk about it.

What is every one's goal with this project?

Kara: To learn programming better, as well as designing. The goal with the whole project is to make a game that people will enjoy playing. Not quite sure exactly how much, but is willing to put more time into it. Needs to be given assignments to feel creative.

Magnus: Wants an okay grade. To learn the structure of game programming. When we have a lot to do, he'd happily spend much time on the project, but doesn't feel the same pressure to work hard.

Linus: Personally he wants to get a better view of how to work in a group and how to distribute the assignments. He'd like to aim for a higher grade than a 3, he feels that it's possible. He wants the game to be called the best game in our course.

Andreas: To learn more about programming and how to work in a group. At first, he wants to finish the course, but if it feels good, a higher grade would be awesome. Feels that he has more time to put into the project if he knows what to do. Sometimes when he gets an assignment and doesn't understand it could be frustrating.

To sum up: It seems like the whole group have more time to spend, and are willing to work harder to get a better grade. Some people in the group feel that they don't have the programming skills to be given certain assignments, but are willing to learn more by working harder.

3. Reports

- The move and shoot "use cases" are finished.
- We spent the Sunday away and did some "team building" to know each other better. We played some bowling and discussed some problems that we've met during the problem, and also what roles we want to have in the project.

4. Solves issues

- The cannon doesn't extend image anymore, and the ugly code is removed.
- The tetris blocks aren't finished yet, but we're on our way.
- Everything is moved into the "main" classes and the classes doesn't rely on the tests.

5. Discussion

How should we build the tetromino and blockbox classes?

Let the tetrominos move inside the blockbox, also called "pit". Possible to make the blockbox array 2 blocks wider than what it is, meaning that the tetrominos can be placed outside the box. The main size of the blockbox should be (10,20).

What to do?

To make the shape we're going to use a array with the size 4x2 in which the square's are placed around a "center" square with coordinates like (1,0) and (0,-1) deciding on which side of the middle square it will be placed.

Why?

ArrayList's size can be changed during the run of the application, but isn't as fast as a regular array. Therefore, an array would be a better choice.

How should we make the Square class?

Not sure if we should let Square extend Image or not. We'll see about that later.

What to do?

Kara and Andreas should start working on the Square class, which needs a position, setVisible, isVisible. More methods will be found later.

Why?

We need a square class to get the tetrominoes working in a good way. We think it's a must for the program to be well designed code wise.

6. Outcomes and assignments:

Kara and Andreas: Square class

Magnus and Linus: Work on the tetris blocks.

Everyone should start working on the SDD.

7. Wrap up:

We've got a better understanding of what we want to achieve and what to work with until next meeting. Now it's starting to get a bit more difficult, but we think it should be fun to solve some programming.

Next meeting: Thursday 29/3 2012.

